- Limited Edition
- Hand Cast in Resin
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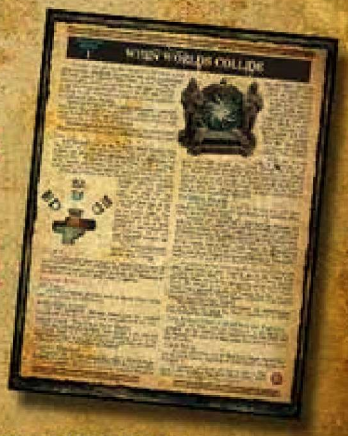
Shadows of Brimstone™

Ancient Gate

Includes Exclusive New Mission!



Actual Contents may vary from items shown

Ancient Gate Mission 1

WHEN WORLDS COLLIDE

An ancient alien gate has been unearthed in the hills by a local group of miners. Accidentally activating the stone portal, a shimmering but stable gateway appeared before them, as they hooted and hollered with joy at their good fortune. But with an arc of crackling energy, their excitement turned to terror as the alien Void Crystals powering the gate overloaded and shattered, scattering fragments of crystal across space and time.

Vaporizing all but one of the unlucky prospectors, a powerful Void Storm has erupted from the gateway, sending waves of Void energy through the portal and shifting its focus from world to world, wreaking havoc across everything it touches!

"Someone needs to recover the fragments of that crystal if there's any hope of shuttin' it down before it explodes! And I ain't goin' back!"

Set Up

This Mission starts on the *A Mining Room* Standard Map Tile, with the 2 side exits blocked with End Caps and the Ancient Gate piece covering the center Exit as a special Gate (as shown below). All Heroes start on this Map Tile in any spaces of the starting area (marked in blue). The 2 spaces marked in gold (below) are the 'Gate' doorway spaces for the Ancient Gate.

There are 3 Worlds that the Ancient Gate's portal is shifting between. Select 3 Random World cards and place a Gate End Cap for that World as well as the World Card itself into each of the 3 World 'slots' for the Set Up (as shown below). The Ancient Gate will only be 'connected' to one of these Worlds at a time throughout the Adventure, but it will shift frequently between the three Worlds.

The Ancient Gate begins the Mission connected to the second of the 3 Worlds.

Mission Goal

The Heroes must pass through the Ancient Gate to each of the 3 OtherWorlds that are colliding and Scavenge to find a *Fragment* of the shattered crystal in each World, returning the 3 *Fragments* to the Ancient Gate to shut it down before it explodes.

Special Rules

No Gates

For this Adventure, all Gates count as normal Doors (other than those placed by the Mission).

Immediate Dread

For this Adventure, *Growing Dread* cards are revealed immediately when drawn rather than being placed on the stack.

Shifting Gateway

Whenever the Heroes successfully make a ***Hold Back the Darkness*** roll, rotate the starting Map Tile with the Ancient Gate on it, one position to the right so that it now 'connects' instead to the next World clockwise (when rotating away from the third World, it rotates back around to the first World in order). In this way, the Ancient Gate is always connected to only one of the 3 Worlds at a time, rotating between them in a regular and fairly predictable fashion. Note that the Ancient Gate does not rotate if a Depth Event is rolled.

While the Ancient Gate is connected to a particular World, models that move through the Gate will travel between those two Worlds (as with a normal Gate). Models in a World that the Ancient Gate is not currently connected to may not enter or see through the Gate - it leads directly to the abyssal depths of the Void! Heroes must wait for the Ancient Gate to rotate back around to connect to their current World so that they may escape back through it.

While a Hero is standing in one of the 2 Gate spaces on either side of the Gate, they automatically hold the Gate open, preventing it from rotating to connect to another World when the *Hold Back the Darkness* roll is successfully passed.

Colliding Worlds

As the power builds up and the Ancient Gate shifts from World to World, the storm of Void Energy it is releasing wreaks havoc on all of those Worlds.

Whenever the Heroes fail a ***Hold Back the Darkness*** roll, shift the World Card itself on each of the 3 Worlds one 'World' to the Right, shifting that card's World Effects onto the next World clockwise (suddenly the abilities listed on the *Targa Plateau* World Card shift over to the Map Tiles of *Jargono* as it begins to snow in the swamps, and so forth). This shift occurs after any effects on the World card are triggered by the ***Hold Back the Darkness*** roll. Each World, for all intents and purposes, counts as both the World matching the Map Tiles as well as that of the World Card currently affecting it. Note that the World Cards do not rotate if a Depth Event is rolled.

In addition, for this Adventure, the Threat Deck that players draw from while in each World is tied to the World Card currently in effect there, so as the World Cards rotate through the World Maps, so to do the Enemies that are tied to that World Card. (*For example, if you are in Trederra, but the Targa Plateau World Card is currently affecting the Trederra Map Tiles, you may encounter Custodians or Ancient Spiders in Trederra while drawing from the Targa OtherWorld Threats*).

The OtherWorld ***Map Deck***, ***Encounters***, and ***Artifacts*** remain tied to the Map Tile set for that World, regardless of the World Card currently in effect there.

Void Energy (Limited Hard to Hold Back the Darkness)

While the Hero with the Lantern is in the OtherWorld that currently has the Ancient Gate connected to it, the ***Hold Back the Darkness*** roll needs to be one higher than normal to succeed for that turn.

Void Storm

For this Adventure, use the ***Void Storm*** Depth Event Chart for all Depth Events, regardless of which World the Heroes are currently in.

In addition, whenever the Heroes find a Clue Icon, it also triggers a ***Void Storm*** Depth Event. Roll a D6 to determine which Event is triggered.

Objectives

Finding a Fragment of the Void Crystal

To locate the void crystal *Fragment* in a World, the Heroes must Scavenge Map Tiles in that World and collectively find a total number of *Nothing Here* cards from the Scavenge deck equal to half the number of Heroes (rounding up).

When a *Nothing Here* card is found in an OtherWorld, place a Sanity marker on the entry Gate End Cap for that World. When the number of Sanity markers on the Gate End Cap for a World are equal to or greater than the number of *Nothing Here* Scavenge cards needed, the void crystal *Fragment* in that World has been located.

Note that Heroes may need to explore through several Map Tiles based on the Scavenge Limit per Map Tile.

Shutting Down the Ancient Gate

Once the Heroes have found all 3 void crystal *Fragments* (one from each World), they must return to the Ancient Gate to reassemble the Void Crystal and shut the Ancient Gate down.

When all of the Heroes are on the Map Tile with the Ancient Gate, and have found all 3 void crystal *Fragments*, the Mission is successfully complete.

Reward

Each Hero may draw an Artifact from any one of the 3 Worlds that were connected to the Ancient Gate (Hero's Choice).

Failure

If the Mission is failed, the Ancient Gate explodes, trapping the Heroes in another world and bathing them in Void Energy! Each Hero must immediately roll D3 times on the Mutation Chart.

In addition, the Heroes may not visit Town, but must proceed directly to the next Adventure, and must choose an Adventure that begins in the same World that the Hero with the Lantern was in when the Mission was failed.

(Optional) Fractured Time

If you do not have 3 different OtherWorlds for the Gates to lead to, you may double up on one or more of the Worlds (including the Mines). In this case, each subsequent copy of the same World is considered to be a different Time period in the history or future of that World, and all Enemies from that World/Time are **+1 Health** and have the ability ***Fear (1)*** (in addition to any other *Fear* or *Terror* they may have).

Also, you may have the Adventure start in any World instead of the *Mines* by simply using one of that World's Standard Map Tiles as the starting tile in place of the *A Mining Room* Map Tile.

Doubles Rolled — Void Storm Depth Events

1	**Void Ambush!** –	*The Void Storm can pull creatures into it from across all of reality. They are usually not very happy.* **Ambush Attack! - Draw a Threat from a Random World to Ambush the Heroes.**
2	**Dread of the Unknown** –	*What you don't know... is usually what gets you.* **Roll a D6 for each open Doorway on the board. For every roll of 1 or 2, draw a Growing Dread card to add to the stack.**
3	**Relentless Darkness** –	*The Darkness is always searching for a way out.* **Move the Darkness 1 step forward on the Depth Track. If this triggers a *Blood Spatter* or *Growing Dread* space, double its effect (draw 2 of that type of card).**
4	**Void Lightning** –	*Lightning arcs through the halls and visions of blood and madness rage through your mind!* **Each Hero takes D6 Hits and D6 Horror Hits as the Void Storm ravages your body and soul. If a Hero rolls the same number for both Hits and Horror Hits taken, they also ignore Defense/Willpower.**
5	**Corrupting Mist** –	*A purple fog hangs in the air, crackling with dark energy.* **Each Hero takes 2 Corruption Hits.**
6	**Darkest Before Dawn** –	*The depths of the Darkness knows no bounds, but the power of the Void belongs to no one. It is chaos made manifest, and in its unpredictable nature springs hope, and a light to guide your way through the sea of despair.* **Each Hero may immediately Heal 2D6 Wounds/Sanity (any mix). In addition, the Heroes may choose a Darkness or Growing Dread card in play to cancel or to move the Darkness marker D3 spaces back on the Depth Track (ignoring any special spaces moved over). KO'd Heroes may immediately Recover, and DO NOT need to roll for Injury/Madness, Healing 2D6 Wounds/Sanity (any mix) as normal for Recovering.**

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Shadows of Brimstone™

Dark Altar

Includes 2 Exclusive New Missions!

- Limited Edition
- Hand Cast in Resin
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  (models are supplied unpainted)

Dark Altar Mission 1

BEYOND THE VOID

The Order of the Crimson Hand has created an altar to the Dark Gods of old. Using the power of the Void, they have ripped open several gateways to OtherWorlds and are in the process of pilfering them for precious treasures. But with their lust for power unchecked, hideous creatures and demons are pouring into our reality! The Dark Altar must be destroyed to collapse the gates before the entire region is overrun!

Set Up

All Heroes start on the ***Mine Entrance*** Map Tile as normal.

Place the Dark Altar near the Depth Track with 3 Random World cards fanned out underneath it, and a stack of 3 Random Exploration Tokens face down on each of these World cards (as shown here). Set the remaining 3 Exploration Tokens aside as they will not be used during this Adventure.

Mission Goal

The Heroes must find 3 Clues left behind by the secret cult, to discover the location of the Crimson Hand's Dark Altar, and destroy it!

Special Rules

No Passages

Whenever a Passage Map Card is drawn, move the Darkness 1 space forward on the Depth Track and then discard that Passage, drawing a new card to replace it.

Enemy Theme - Crimson Hand Adventure

This Mission always uses the Enemy Theme Adventure card for a ***Crimson Hand Adventure***.

If you do not have the *Crimson Hand Mission Pack* Expansion, instead all **Void** Enemies are +1 Combat, as they have already poured out of the gates and wiped out the greedy cultists!

Twisting Gateways

Whenever an Exploration Token would be placed on a Room Map Tile, instead place a 5 Sanity Damage marker there. This is treated as an Exploration Token in every way. When that Token would be revealed, instead remove it and the Heroes may choose to reveal the top Exploration Token from any of the 3 stacks by the Dark Altar.

The Heroes need to find 3 Clues total among all 3 of the stacks by the Dark Altar to find their objective.

Crates of Stolen Treasures

When the last Exploration Token in a stack is revealed, also flip over the World card under it. The Room has only 1 Exit and it is a Gate leading to the revealed World. In addition, the area is littered with Crimson Hand crates containing all manner of trinkets and items stolen from that World. Once any Encounters/Attacks on that Exploration Token have been completed, each Hero may make a **Lore 5+** test. If successful, draw an Artifact card from the revealed World.

Creatures Unleashed

If the Heroes reveal a second Clue within a single stack, you must add an **Attack - Epic** Threat to that Exploration Token (in addition to anything else already on the token). If you find a Third Clue within a single stack, you must add **Attack - 2 Epic** Threats to that token!

Objectives

Finding the Third Clue

When the Heroes find the third Clue, in addition to the normal Exploration Token for that Room, they have found the Dark Altar itself! Place the Dark Altar with its back corner in the back, left-most space of the Map Tile (similar to Enemy placement). The Dark Altar takes up a 3x3 space area on the board and blocks movement, but not Line of Sight. It is ok if the Dark Altar overflows the board when placed, similar to an XL or bigger Enemy.

Resolve all **Growing Dread** cards in the stack, and then resolve the Encounters/Attacks on the Exploration Token as normal *(Note that this may include one or more Epic Threats if the final Clue is the second or third within a single stack, as above).*

Also note, if the last Exploration Token from all 3 stacks is revealed and does not have a Clue Icon on it, it automatically counts as having a Clue Icon (just in case the 3 unused Exploration Tokens all contained Clues).

The Dark Altar

Once the Dark Altar has been placed on the board, the Heroes are close enough to feel the effects of its boundless evil! All Heroes roll 1 less die on Skill tests (minimum of 1) and all Enemies are +1 Damage on all of their Attacks.

Once all Encounters have been resolved and all Enemies on the board have been defeated, the Dark Altar is destroyed and the mission is successfully completed.

Reward

Each Hero gains **40 XP** and (P) x **$100**.

Failure

If the Mission is failed, every Hero must roll a D6 for each Artifact card they have. On a roll of 1, it is discarded, stolen by the Crimson Hand!

Dark Altar Mission 2

WAVES OF MUTATION

Fear has been spreading through the villages in this area like wildfire! Livestock and people have been seen bursting out with tentacles and collapsing into goo from waves of corrupting energy surging out across the land. It is said that the Takobake Clan has built a Dark Altar to harness the power of the Void! They must be stopped before this region is tainted beyond repair!

Set Up

This Mission starts with the *Fortress Entrance* Map Tile leading directly to the ***Sacred Garden*** Map Tile. All Heroes start on the *Fortress Entrance* Map Tile as normal.

Remove the *Sacred Garden* Map Card from the **Fortress Map Deck**. Note that the Hero Party marker is not moved forward a space on the Depth Track for the *Sacred Garden* Room and no Exploration Token is placed there.

Place the Dark Altar over the giant statue on the far side of the *Sacred Garden* Map Tile (behind the Barrier) both exits of this Room are considered open Doors.

Mission Goal

The Heroes must search each side path leading away from the Dark Altar to find 1 Clue down each path that is the location of a magical **Amulet**. They must collect both magical Amulets and bring them back to the Dark Altar to contain the corrupting energy pouring out of it!

Special Rules

Limited Exploration Stacks (Set Up)

Divide all of the Exploration Tokens into one pile that have Clue Icons and another pile that do not have Clue Icons. Then take 1 Random Clue Icon Token and 3 Random non-Clue Icon Tokens and shuffle them together without looking to form a face down stack of 4 Exploration Tokens. Place one of these stacks next to <u>each</u> open Doorway on the board at the start of the Adventure.

Anything that causes a Token to be discarded and re-drawn, will draw the next Token in that stack. If the last Token in a stack is re-drawn, it always counts as having a Clue Icon.

Immediate Dread

For this Mission, ***Growing Dread*** cards are revealed immediately when drawn rather than being placed on the stack.

Hard to Hold Back the Darkness

The **Hold Back the Darkness** roll needs to be <u>one higher</u> than normal to succeed each turn.

Corrupting Energy

Whenever the **Hold Back the Darkness** roll is failed, in addition to the normal effects, take the single lowest rolling die and place it inside the mouth of the Dark Altar, with the number rolled facing out (the small dice that come in Shadows of Brimstone Core Sets fit perfectly into the Altar's mouth for this). This removes any other die currently there and sets a new value for the ***Corrupting Energy*** being released by the Dark Altar.

Whenever a Depth Event is rolled on the **Hold Back the Darkness** roll (doubles on the dice), in addition to the normal effect, remove any die currently in the Dark Altar. This sets the ***Corrupting Energy*** value back down to 0.

Feeling the Effects

Whenever a Hero's Move roll is <u>equal to or lower</u> than the current ***Corrupting Energy*** value (before any modifiers), that Hero immediately takes 1 Corruption Hit. *Note - if using a fixed Move, instead use the Hero's roll for Grit.*

Unstable Mutation

For this Adventure, all Enemies count as having the **Mutant** Keyword, tainted by the power of the Dark Altar.

In addition, all **Mutant** Enemies automatically count as having the Elite ability on their Elite Chart corresponding to the current ***Corrupting Energy*** value (gain extra XP for this as normal). Note that this value may change from turn to turn, even during a Fight, as the Enemies twist and mutate further before your very eyes. (If an Enemy Group already has this Elite ability, no extra effect).

Objectives

The First Clue Found in Each Direction

The first Clue Icon that the Heroes find in each direction leading away from the *Sacred Garden* Map Tile is the location of one of the magical **Amulets**!

Ignore any Door/Gate Icons on the Exploration Token, as this Room has no exits. Place an **Amulet** marker in the back, left most space of the Map Tile (like Enemy placement). Then resolve any Encounters or Attacks on this Exploration Token as normal. **If the current *Corrupting Energy* value is <u>3 or higher</u>, add an extra Attack to the Exploration Token in addition to any Encounters/Attack already on it.**

Amulets

Amulet markers do not block movement or Line of Sight. Any Hero entering a space with an **Amulet** marker may pick it up for free. If a Hero with an **Amulet** marker is KO'd (or wishes to drop it), place the marker in the Hero's space. **Amulet** markers may be exchanged between nearby Heroes just as though they were Items.

To successfully complete the Mission and nullify the surging void energies of the Dark Altar, the Heroes must have both **Amulets** on the *Sacred Garden* Map Tile, and no Enemies on the board.

Reward

Each Hero may draw 2 Loot cards, and may choose and remove 1 Mutation that they have.

Failure

If the Mission is failed, every Hero takes D6 Corruption Hits as they are further bombarded by the dark energies of the Altar!

Shadows of Brimstone™

Doomsday Device and Generators

- Limited Edition
- Hand Cast in Resin
- Perfect for Painting
  (models are supplied unpainted)

INCLUDES:

- Large Resin Doomsday Device
- 3 Resin Generators
- Exclusive new Mission:
  "Countdown To Destruction"

Special Mission 1

COUNTDOWN TO DESTRUCTION

The sinister soldiers of Trederra have set up a Doomsday Device in the nearby mine! If it explodes, it will destroy everything for miles, allowing their raiders to sift through the aftermath for precious Dark Stone.

Set Up

This Mission starts with the **Mine Entrance** Map Tile leading directly to ***A Mining Room*** Map Tile. This Map Tile does NOT get an Exploration Token and all 3 remaining exits are considered open Doors. Place the Doomsday Device in the center 4 spaces of this Map Tile, blocking movement but not Line of Sight. All Heroes start on the ***Mine Entrance*** Map Tile as normal.

Remove one of the **A Mining Room** Map Cards from the **Mine Map Deck**. Note do not move the Hero Posse marker on the Depth Track for this Room.

**Note that this Mission may optionally be played starting in any OtherWorld instead, by simply using that World's Entrance and Standard Room that has 4 Exits on it.*

Mission Goal

The Heroes have found the location of the Trederran Doomsday Device, but it is protected by a powerful forcefield! They must search the area to find the **3 Field Generators** and destroy them, overloading the Doomsday Device and shutting it down to successfully complete this Mission.

Special Rules

No Gates

For this Adventure, all Gates count as normal Doors.

Immediate Dread

For this Adventure, ***Growing Dread*** cards are revealed immediately when drawn rather than being placed on the stack.

Doomsday Darkness

For this Adventure, there is no ***Hold Back the Darkness*** roll. Instead, at the start of every turn, each Hero rolls a single D6. For each of these dice that rolls a 1, move the Darkness 1 space forward on the Depth Track. Once 2 of the Field Generators have been Shut Down, this increases to moving the Darkness on rolls of 1 or 2. These rolls do NOT count as ***Hold Back the Darkness*** rolls, and so MAY be Re-rolled with Grit, etc. Note that the position of the Hero Posse marker on the Depth Track does not affect these rolls.

In addition, between all Heroes rolling, if any doubles are rolled, instead of moving the Darkness for those rolls, a Depth Event is Triggered (using the double number rolled, similar to normal Depth Events during a ***Hold Back the Darkness*** roll). This MAY trigger multiple Depth Events if multiple sets of doubles are rolled, but each individual Depth Event may only be triggered once per turn.

Well-Lit Tunnels

This area has been set up with a series of lights running along the ceiling and walls. Because of this, Heroes are immune to *Voices in the Dark*.

Splitting the Posse

As the Heroes are racing against time, they may wish to split up, to cover ground faster! For this Adventure, all game effects have a **Trigger Area** that includes the Map Tile the effect is triggered on, as well as all Map Tiles adjacent to it.

When an **Encounter** is revealed, only Heroes in the Trigger Area participate.

When an **Attack** occurs, only Heroes within the Trigger Area are counted for number of Heroes in the Posse, to determine whether a Low, Med, or High Threat card is drawn (note that this has no bearing on the Heroes getting a Revive Token or not, as that is set at the start of the Adventure).

Enemies will only Target Heroes that are currently within the Trigger Area of that Enemy. Also, when a Fight ends, only Heroes currently within the Trigger Area of the Map Tile that the Fight began on lose any remaining Activation they had for the turn, and instead roll to *Catch Your Breath* and draw **Loot** (as normal).

If an **Ambush** occurs from an Encounter or Exploration Token, only Heroes within the Trigger Area are possible Targets. If an Ambush occurs based on something more global, like a Depth Event or Darkness card, roll a Random Hero as the Trigger Area for that Ambush.

Heroes may **Explore** (Scavenge or Look through a Door) even if there are Enemies on the board, as long as no Enemy is within the Trigger Area of the Scavenge/Door Map Tile.

Power Surge

Whenever a Clue is found, the Doomsday Device releases a shockwave surge of energy! Every Hero takes **1 Corruption Hit** for each Clue that has been found so far on this Adventure and the Darkness is moved D3 spaces back on the Depth Track (this does not trigger special spaces).

Objectives

Finding a Field Generator

The 3rd Room Map Tile (not Passages) placed down each path leading away from the Doomsday Device room, automatically contains one of the **Field Generators**, in addition to the normal Exploration Token for that Room. Ignore any Doors listed on the Exploration Token. Place a Generator in the back, left-most space of the Map Tile (similar to Enemy placement). Encounters and Attacks on the Exploration Token are resolved as normal.

Shutting Down the Generators

Any Hero adjacent to a Generator may give up their Attack for the turn (even when not in a Fight) to **choose** any one of their Skills (Lore, Cunning, etc.) and make a **Skill 6+** test to work on shutting down the Generator (it can be fun to announce how your Hero is using their chosen skill to work on the Generator). For each 6+ rolled, place a marker by the Generator and gain **10XP**. To Shut Down a Generator, the Heroes must collectively place a number of these markers on it equal to:

The Total Number of Heroes in Play

(or double that if Posse Level 5 or higher)

Once a Generator has enough markers on it, it will be Shut Down. When the Heroes have found and Shut Down all 3 Field Generators, and there are no Enemies on the same or adjacent Map Tiles as a Hero, the Doomsday Device overloads and the Mission is successfully completed.

Reward

Each Hero gains **50 XP** and **D6 x $100**.

Failure

If the Mission is failed, each Hero must roll a D6 for each Dark Stone and Item with a Dark Stone Icon they have. On a roll of 1, it is discarded (stolen by the Trederrans in the aftermath).

INCLUDES EXCLUSIVE NEW MISSION!

SHADOWS OF BRIMSTONE™

EXPLOSIVE BARRELS

ACTUAL CONTENTS MAY VARY FROM ITEMS SHOWN

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Explosive Barrels Mission 1

BLAST 'EM BACK TO HELL

An overwhelming horde of creatures is approaching fast from all directions! If not stopped, they will overrun the entire area in a matter of hours, destroying everything in their path.

Gathering up as many explosives as you can, you're only gonna get one shot at this. Collapsing one or two paths won't do, you need to set traps and lure them in to blow as many of these creatures back to hell as you can... and hope that you have enough firepower to clean up whatever is left.

Set Up

Players may choose for this Mission to start in any World. For Set Up, use the Entrance Map Tile attached to a Standard Room Map Tile for that World that has 4 total exits (if there is not one, use the *Cross Path* Passage Map Tile instead). The rest of the Map should be generated during Set Up using the **Random Fixed Map** rules below.

Exploration Tokens are not used in this Mission, and the entire Adventure is considered to be a single, long Fight.

Mission Goal

The Heroes have a set of Explosive Barrels that they must strategically place and then detonate when the Enemies get close enough (making sure to be out of the blast area themselves if possible), then clean up the remaining Enemies that survive the blasts.

Special Rules

Random Fixed Map (Set Up)

This Mission uses a randomly generated Fixed Map, starting with the basic Set Up above. Separate the Map Cards for the World being used into 2 stacks, one of only **Room** cards and the other of only **Passage** cards.

To generate the rest of the board layout, do the following for each open pathway on the basic Set Up:

Draw a **Passage** card and attach that Map Tile to the open pathway.

Then draw a **Room** card and attach it to that Passage as the main Room. If there are more than one exit on the Passage, choose which to use and block the remaining Passage exits with End Caps.

Finally draw an additional **Room** card for each open exit of the main Room and attach those new Room Map Tiles to the main Room. Block all open exits on these additional Rooms with End Caps.

When placing these Map Tiles, you do not need to use the green Entry Arrow on the Map Card, but can rotate them as you see fit to attach them. If any Room cannot be placed because it would overlap with an existing tile, rotate it so that it can be placed. If it still cannot be placed, block that main Room exit with an End Cap instead.

Overwhelming Horde (Set Up)

After the Random Fixed Map set up is complete, place a Random face down Threat card that is one Threat Level higher than normal, in each of the 'additional' Rooms down each pathway (not in the 'main' Room of each pathway). On any path that only has a single 'additional' Room, place 2 Threat cards in that Room instead. For 5 or 6 Heroes, use 2 High Threat cards in all 'additional' Rooms.

Well-Lit Tunnels

This area has been set up with a series of lights running along the ceiling and walls. Because of this, Heroes are immune to *Voices in the Dark*.

Immediate Dread

For this Adventure, ***Growing Dread*** cards are revealed immediately when drawn rather than being placed on the stack.

Stand Against the Darkness

The Hero Party marker is not used on the Depth Track. Instead the Heroes always count as needing to roll 8+ to ***Hold Back the Darkness***.

Desperation

The Heroes are truly desperate. Any Hero that has no Enemies on their Map Tile may give up their Attack to do one of the following Actions instead:

- Scavenge
- Ready a 'Once per Fight' Item
- Recover a Grit
- Catch Your Breath (Heal D3)

Unlimited Scavenging

Each Map Tile on the board may be Scavenged any number of times (instead of the normal limit).

Explosive Barrels

For this Adventure, the Heroes have a set of 4 Explosive Barrels. These are a shared pool of Barrels that may be placed by any Hero during the Mission.

Explosive Barrels block movement, and any Ranged Attack that crosses the space of an Explosive Barrel gives the target a Cover 4+ save (unless the Attacker is adjacent to the Barrel). Any of these Cover saves that roll a natural 6+ to prevent a Hit will also trigger the Explosive Barrel to detonate (see below).

Objectives

Setting Up Explosive Barrels

At the start of their Activation, any Hero may give up their entire Activation for the turn to instead set up one of the Explosive Barrels. Place the Explosive Barrel in any open space adjacent to that Hero, that is NOT adjacent to another Explosive Barrel, and is NOT in a puzzle cut space (there is not enough room to set up an Explosive Barrel in a doorway).

Detonating an Explosive Barrel

The Hero that set up an Explosive Barrel has the detonator for that Barrel, and may choose to trigger it at any time after the game Turn in which it was set up.

When triggered, roll a D6 and place it by that Barrel. The next time the Initiative order comes around to the rolled number, the fuse reaches the Explosive Barrel and it detonates, before any other models Activate at that Initiative level. (Barrels may also be detonated by stray gunfire as noted above).

When an Explosive Barrel detonates, remove it from the board. Every model on the same Map Tile as the Barrel immediately takes 6 Hits that do 2D6 Damage each (use Defense as normal). Every model on an adjacent Map Tile to the Barrel takes 3 Hits that do 2D6 Damage each (use Defense as normal).

Any other Explosive Barrel on the same Map Tile will also automatically detonate. Any Explosive Barrel on an adjacent Map Tile will also detonate on the D6 roll of 3+.

Xp is not gained for Enemies killed by Explosive Barrels, but all Heroes gain **25XP** whenever an Explosive Barrel is detonated.

Heroes Triggering Enemy Threat Cards

The face down Threat cards represent the massive horde of Enemies that are coming this way. At the start of any turn in which one or more Heroes is on the same or adjacent Map Tile to a face down Threat card, roll a D6 for that Threat card. On the roll of 1 or 2, reveal that card and place the Enemies in that Room, as normal for Enemy placement (if a Hero is on the same Map Tile with a face down Threat card, it is automatically triggered).

Depth Track Triggering Enemy Threat Cards

As noted above, the Hero Party marker is not used on the Depth Track during this Adventure.

In addition, the overwhelming horde is coming, and it is only a matter of time before they arrive! When the Darkness marker on the Depth Track moves into the middle Stage of the track, roll a D6 for every face down Threat card on the board. On the roll of 1, 2, or 3, reveal that card and place the Enemies.

When the Darkness marker moves into the top Stage of the Depth Track, automatically reveal and place ALL remaining face down Threat cards on the board.

Defeat All Enemies

When there are no more Enemies (or face down Threat cards) on the board, the Mission is successfully complete.

Reward

Each Hero gains D6 x $100 and may draw 3 Loot cards each for their heroic defense of the area (no normal Loot cards are drawn for the Threat cards revealed during the Mission).

Failure

If the Mission is failed, every Hero must roll once on the Madness Table and once on the Injury Table (even if not KO'd during the Mission - this is in place of rolling for Injury/Madness from being KO'd).

In addition, all of the nearby Towns are destroyed by the flood of creatures. The Heroes may not visit Town, but must instead proceed directly to the next Adventure.

(Optional) Insane Difficulty Mode

To play on ***Insane Difficulty Mode*** for any number of Heroes, use **Epic** threat cards instead. In addition, the Heroes have an unlimited supply of **Explosive Barrels** to place for the Mission, but no more than 4 can be on the board at any time. *Note that this Game Mode will lead to your gruesome demise and/or a potentially long game. You have been warned.*

Actual Contents may vary from items shown

Shadows of Brimstone™

Grave Coffins

Includes Exclusive New Mission!

- Limited Edition
- Hand Cast in Resin
- Perfect for Painting
  (models are supplied unpainted)

Coffin Mission 1

GRAVE ROBBERS

The nearby graveyards have been hit hard lately, with someone... or something, digging up coffins and carrying them off in the night. No one knows who's doing it or why, but with that many coffins and bodies going missing, it can't be good! As the local sheriff was actually in one of those coffins, it's up to you now to put a stop to this gruesome enterprise.

Set Up

All Heroes start on the ***Mine Entrance*** Map Tile as normal. Roll a D8 to see who the *Grave Robbers* are that are stealing Coffins from the local graveyards (if you do not have the rolled Enemy Type, Re-roll).

D8
1- Night Terrors
2- Scafford Gang
3- Bandits
4- Void Sorcerers
5- Flesh Drones
6- Undead Outlaws
7- Hungry Dead
8- Feral Vampires

Mission Goal

The Heroes must find 3 Clues to follow the trail of stolen Coffins and put a stop to the Grave Robbers.

Special Rules

Common Enemies: Grave Robbers

Whenever a Threat card would be drawn, roll a D6. On the roll of 4+, do not draw a Threat card, but instead the Heroes are attacked by the Type of Enemies selected during Set Up.

1-2 Heroes	D3+1 *Grave Robbers (or 1 if Large)*
3-4 Heroes	(P) *Grave Robbers (or D3 if Large)*
5-6 Heroes	6 *Grave Robbers (or 3 if Large)*

These Fights generate Loot for the Heroes as normal.

Placing Coffins (Objective)

Whenever a stash of Coffins is found, they must be placed around the Room (before any Enemies). Roll D3+1 to see how many Coffins need to be placed.

Place the first Coffin, standing upright in the space closest to the center of the Map Tile (if multiple spaces are closest to the center, choose which space). For each additional Coffin that needs to be placed, roll the D8 for the direction (just like a Bounce) and place it D3 spaces away from the center Coffin, standing upright in its space. *If this would place the Coffin in a space with another model or Coffin, or off the board, instead place the Coffin in the next open space closer to the center Coffin.*

Once all Coffins have been randomly placed, standing upright, the Players may choose in which direction to lay each Coffin down so that it occupies 2 spaces. Coffins must be laid down into an adjacent open space - not diagonal, and not into a space with another model or Coffin, or hanging off the board. You may not lay a Coffin down in such a way as to completely block the only pathway from the Map Tile entrance to an exit unless there is no other choice.

Coffins as Cover

Each Coffin occupies 2 spaces and is considered to have a Barrier around those 2 spaces (usually represented on Map Tiles as a thick white line). Barriers affect movement, but do not affect Line of Sight for attacks. A model may not move across a Barrier unless they are allowed to move through other models. The Barrier around a Coffin does not prevent diagonal movement around the Coffin spaces.

Any model in a space with, or adjacent to, a Coffin is considered to have a **Cover 6+** save. If a Ranged Attack draws it's Line of Sight across a space with a Coffin, the target gets a **Cover 5+** save instead, unless the Attacker is in the same or adjacent space to that Coffin.

Scavenging Coffins

A Hero ending their Move in the same or adjacent space as a Coffin may Scavenge that Coffin instead of the Map Tile they are on. Roll for Scavenge as normal. Instead of drawing Scavenge cards for every 6+ rolled like you normally would, draw a **Scavenge** card for each 5 rolled, and draw a **Loot** card for each 6+ rolled.

Each Coffin may only be successfully Scavenged once, and is then smashed (removed from the board).

Objectives

Finding a Coffin Stash

Each time the Heroes find a Clue Icon, they have discovered a Coffin Stash, stolen from the local graveyards and brought here for nefarious purposes. Place D3+1 Coffins in the Room (as detailed in the *Placing Coffins* Special Rule above). Then the Heroes must resolve any Encounters/Attack on the Exploration Token as normal.

Finding the Third Clue

When the Heroes find the third **Clue Icon**, they have reached the Objective and caught up with the last of the Grave Robbers! Place the Coffin Stash as normal. Ignore any Encounters/Attack on the Exploration Token as well as any Door/Gate Icons, as the Objective Room has no exits. Then reveal all **Growing Dread** cards in the stack.

The Heroes must then fight an Epic Threat card selected only from those that include the selected *Grave Robber* Enemy Type. (Note - if you wish you may include any Epic Threat card that includes a LOW, MED, or HIGH Threat card, using the *Grave Robbers* Enemies in place of the card draw).

Once all Enemies on the board have been defeated, the Mission is successfully complete.

Reward

Each Hero gains **$50 and 10 XP** for each Coffin that was placed during the game.

Failure

If the Mission is failed, add the *Common Enemies: Grave Robbers* Special Rule to the next Mission played (using the same Enemy Type), and these Common Enemies get a free Elite ability.

Shadows of Brimstone™

Mining Lift

Includes 2 Exclusive New Missions!

- Limited Edition
- Hand Cast in Resin
- Perfect for Painting
  (models are supplied unpainted)

Actual Contents may vary from items shown

Mining Lift Mission 1

DOWN THE DARK SHAFT

Geysers of purple Void energy erupt from the mountainside just outside of town, and a dark amethyst fog settles over the land. As terrifying creatures pull livestock and hapless townsfolk into the swirling mist, the local law man asks for your help in venturing into the condemned mine to find and collapse the Void Pockets that are spewing out the deadly fog.

Set Up

This Mission uses the standard set up and all Heroes start on the ***Mine Entrance*** Map Tile as normal.

Mission Goal

Several **Void Pockets** have torn holes in reality throughout a nearby, multi-level mine! The Heroes must explore the mine to find the **Mine Shaft** and descend into the lower Levels, searching for **Clues** to find and collapse each of the **Void Pockets** before they grow to consume the whole countryside!

There are three variations for this Mission and the Heroes must choose before the Mission begins which Mission Length they want to embark on.

Mission Length	Mine Size/Objective
Small Leak	2 lower Levels / Void Pockets
Medium Void Spill	3 lower Levels / Void Pockets
Massive Eruption	4 lower Levels / Void Pockets

Special Rules

No Gates

For this Adventure, all Gates count as normal Doors.

Immediate Dread

For this Adventure, ***Growing Dread*** cards are revealed immediately when drawn rather than being placed on the stack.

Hard to Hold Back the Darkness

The ***Hold Back the Darkness*** roll needs to be <u>one higher</u> than normal to succeed each turn.

Well-Lit Tunnels

This area has been set up with a series of lights running along the ceiling and walls. Because of this, Heroes are immune to *Voices in the Dark*.

The Mining Lift

*See full details for this Special Rule below.

The Mine Shaft (Impassable Pit)

*See full details for this Special Rule below.

Splitting the Posse

*See full details for this Special Rule below.

Level Themes

*See full details for this Special Rule below.

Objectives

The First Clue on the Entrance Level

The **First Clue** the Heroes find is the location of the Mining Lift. This Room has no Doors. Place the **Mine Shaft** terrain piece on a Random Exit of the Map Tile, covering 4 spaces of the board. This marks the top of the **Mine Shaft**. Also place the **Mining Lift Platform** in the 4 spaces covered by the **Mine Shaft** terrain piece, as the Heroes have found the entrance to the Lift and the Platform starts on this Level.

Finding Void Pockets on the Lower Levels

The Heroes must use the Mining Lift to descend deeper into the Mine and locate the Void Pocket on each lower Level.

The **First Clue** found on <u>each</u> Lower Level of the Mine (not including the Entrance Level) is the location of a **Void Pocket**. Ignore any Door/Gate Icons on the token, as this Room has no exits. Once the Heroes have completed any Encounters/Attack for that Exploration Token, the Void Pocket on that Level is automatically sealed.

Once the Heroes have found and sealed the Void Pocket on each Lower Level, any remaining Enemies on the board flee and the Mission is successfully complete.

Reward

Each Hero gains **D6 x $50** for <u>each</u> **Void Pocket** sealed, as well as **25 XP**.

Failure

Each Hero takes D6 Corruption Hits from the rampant Void energy released, and must proceed directly to the next Adventure, as the local Town has been destroyed.

Mining Lift Mission 2

DELVED TOO DEEP

The ground rumbles and shakes as an ancient evil stirs from its timeless slumber. The local mining company has dug too greedily and too deep in the nearby hills. The only hope now is to collapse the mine shaft and hope that whatever unspeakable horror lives below returns to its sleep.

Set Up

This Mission has a **Fixed Map Layout**, as shown in the diagram below. The entire board should be constructed during Set Up. Each non-***Mine Shaft*** Room has a random Exploration Token placed on it, face down (as shown in the diagram). There is also an Exploration Token placed on the Entrance Level *Mining Lift* Map Tile.

Shuffle up the Number Counters marked 1-6 and place one of them face down in each of the 3 lower level Rooms in the opposite corner of the Map Tile with the Lift Shaft on that floor (as marked by the square counters on the diagram).

The Heroes start on the ***Mine Entrance*** Map Tile as normal.

Mission Goal

The Heroes have brought special ***Dark Stone Explosive Charges*** with them to plant throughout the mine at the weakest areas. They must search the various floors of the Mine to plant a total of **9 or more *Charges***, and then escape to set them off.

Special Rules

No Gates

For this Adventure, all Gates count as normal Doors.

Immediate Dread

For this Adventure, ***Growing Dread*** cards are revealed immediately when drawn rather than being placed on the stack.

The Mine Shaft (Impassable Pit)

*See full details for this Special Rule below.

The Mining Lift

*See full details for this Special Rule below.

Note that as this is a Fixed Map Mission, Levels of the Mine that the Heroes have not stopped on yet are considered to have not been 'Revealed' yet, and when Revealed, the pre-set Level of the Map is used instead of drawing a Map Card.

Level Themes (Optional)

You may add this Special Rule to your Adventure to make it more challenging. *See full details for this Special Rule below.

Objectives

Planting Charges (Number Counters and Clues)

At the end of the first turn in which a Hero is on a Map Tile with a face down **Number Counter**, they may flip it over. The number on the counter is the number of Charges that the Heroes may plant in that Room. In addition, when a **Clue** is revealed on an Exploration Token, the Heroes may also plant up to 1 Charge in that Room as well.

Charges are planted automatically at the end of a turn in which there is a Hero and no Enemies on the Map Tile. Place Dark Stone counters on the Map Tile to represent each Charge planted there.

Once the Heroes have planted a total of **9 or more Charges** throughout the mine, the Mission is successfully completed.

Reward

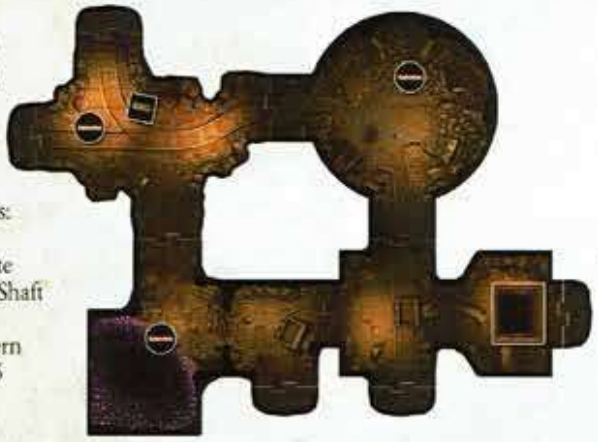
Each Hero may draw 3 Loot cards.

Failure

Each Hero must roll once on the Madness Table using D6+6 (instead of the normal 2D6).

Lower Level 3

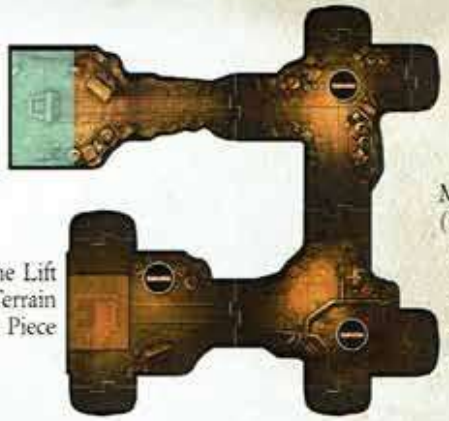
Mine Map Tiles:
(*Derelict Ship*)
- Broken Chute
- Dark Stone Shaft
- A Rail Split
- Blasted Cavern
- End Cap x 5



Entrance Level

Mine Map Tiles:
(*City of the Ancients*)
- Mine Entrance
- Blast Room
- Boiler Room
- The Mining Lift
- End Cap x 6

Mine Lift Terrain Piece



Lower Level 2

Mine Map Tiles:
(*Swamps of Death*)
- The Devil's Pit
- Dark Stone Quarry
- Waterfall Room
- Storage Room
- End Cap x 8

Lower Level 1

Mine Map Tiles:
(*Tredera*)
- The Crossing Station
- An Ominous Tunnel
- Short Passage
- Carrion Burrows
- A Rail Curve
- End Cap x 7

EXPANDED MISSION SPECIAL RULES

The following Special Rules appear in one or both of the included Missions for the **Mining Lift**, and are fully described in detail below.

The Mining Lift

Once the **Mining Lift** has been placed on the board, it can be used by the Heroes to move up or down to different **Levels** of the Mine. The **Mining Lift** is made up of two parts - the **Mine Shaft** (represented by the Mine Shaft terrain piece on the Entrance Level, as well as a Mine Shaft counter on each Lower Level below it on the board) and the **Mining Lift Platform**.

The Mining Lift Platform

The **Mining Lift Platform** is a 2x2 space area, covered by the resin Lift Platform piece.

The **Mining Lift Platform** is considered a single big space that may hold any number of Heroes. Enemies will never move onto the **Mining Lift Platform**.

Heroes may enter or leave the Platform into any adjacent space to it, and Enemies targeting a Hero on the Platform may Attack their target from any space adjacent to the Platform.

Activating the Lift

At the end of any turn, if there are one or more Heroes standing on the **Mining Lift Platform**, it may be moved to any other **Level** of the Mine.

Alternatively, even if there are no Heroes standing on the Platform, if there is at least one Hero on a Map Tile with the **Mine Shaft** (counter or Terrain Piece), they may call for the **Mining Lift Platform**, moving the Platform to their **Level** of the Mine.

Moving the Mining Lift Platform

When the **Mining Lift Platform** is moved to a previously revealed **Level** of the Mine, place the platform on the Map Tile to cover the 4 spaces of the **Mine Shaft**.

When the **Mining Lift Platform** is moved to a **Level** of the Mine that has not yet been revealed, draw a Map Card (discarding and re-drawing any Passage). Place that Map Tile as the first Map Tile on the new **Level** of the Mine. All of the Exits on that Map Tile are considered to be open Doorways.

Place one of the **Mine Shaft** counters on this new Map Tile, covering the 4 spaces closest to the center of the Map Tile (as a 2x2 square).

In a Fixed Map Mission, instead, the new Lower Level of the board that the Heroes have arrived on is now considered 'revealed' and in play (and may be set up as per the diagram for that Mission).

Heroes Moved on the Mining Lift Platform

Whenever the **Mining Lift Platform** is moved from one **Level** to another, any Heroes currently standing on the Platform are moved along with it.

KO'd Heroes located on the Mining Lift Platform are also moved along with it.

Models may NOT move up or down through the **Mine Shaft** except while using the **Mining Lift Platform** (even if the model can fly, etc). Models on different Levels of the board are never considered to be adjacent to one another, and Map Tiles that are above or below one another with the Mine Shaft are NOT considered to be adjacent Map Tiles.

Exploring a New Level of the Mine

When the **Mining Lift Platform** is moved to a **Level** of the Mine that had not yet been revealed, after placing the new

section of the board (as described above), the Heroes must determine what they find in this new area.

No Exploration Token is placed on the new Map Tile, but the Hero Posse marker should be moved 1 space forward on the Depth Track.

Every Hero on the **Mining Lift Platform** must make a **Luck 5+** test. If successful, gain **10 XP**.

If more than half of the Heroes on the **Mining Lift Platform** failed the test, **Ambush Attack!** - Draw a Threat card to attack the Heroes on the newly revealed Map Tile.

Otherwise, draw D3 Encounter cards for this new Room and resolve them immediately.

Using the Platform to Leave a Fight

If the Heroes use the **Mining Lift Platform** to move away from a Level that has Enemies on it (and no remaining Heroes), those Enemies are left in place and the Fight is postponed until one or more Heroes return to that Level, at which time the Fight is resumed. Heroes may Explore and continue with normal gameplay, even while a Fight is postponed on a different Level.

The Mine Shaft (Impassable Pit)

Whenever the **Mining Lift Platform** is NOT currently positioned on a **Level** of the Mine, the 2x2 space area of the **Mine Shaft** on that **Level** is considered to be an **Impassable Pit.**

Impassable Pit -

An Impassable Pit is an area of the map that cannot be moved into or across by any means, but does NOT block Line of Sight.

In the case of the Mine Shaft, it is assumed that there are cables, pulleys, and framework that prevent even flying models from traversing across it, or models from being knocked into it.

Ranged Attacks

Ranged Attacks may trace their Line of Sight across an Impassable Pit area without being blocked by it. When counting out the Range to a target, count the entire Pit area as 2 spaces.

Dynamite and Explosives

A Dynamite or Explosive that goes off ON an Impassable Pit area will have no effect on adjacent models, as the blast happens in mid air above, or down in, the Impassable Pit.

Splitting the Posse

As the Heroes are racing against time, they may wish to split up, to cover ground faster! For this Adventure, all game effects have a **Trigger Area** that includes the Map Tile the effect is triggered on, as well as all Map Tiles adjacent to it.

When an **Encounter** is revealed, only Heroes in the Trigger Area participate.

When an **Attack** occurs, only Heroes within the Trigger Area are counted for number of Heroes in the Posse, to determine whether a Low, Med, or High Threat card is drawn (note that this has no bearing on the Heroes getting a Revive Token or not, as that is set at the start of the Adventure).

Enemies will only Target Heroes that are currently within the Trigger Area of that Enemy. Also, when a Fight ends, only Heroes currently within the Trigger Area of the Map Tile that the Fight began on lose any remaining Activation they had for the turn, and instead roll to *Catch Your Breath* and draw **Loot** (as normal).

If an **Ambush** occurs from an Encounter or Exploration Token, only Heroes within the Trigger Area are possible Targets. If an Ambush occurs based on something more global, like a Depth Event or Darkness card, roll a Random Hero as the Trigger Area for that Ambush.

Heroes may **Explore** (Scavenge or Look through a Door) even if there are Enemies on the board, as long as no Enemy is within the Trigger Area of the Scavenge/Door Map Tile.

Level Themes

When a Mission uses Level Themes, each Level of the board has a different Theme that applies to every Hero/Map Tile on that Level.

When players need to determine the **Theme** of a Level, roll a D6 on the following Chart and apply the result to that Level of the board. A Number Counter or die may be placed next to the Mine Shaft on each Level to remind players which Level Theme is in effect there.

D6 Level Theme

1 **A New Level of Hell** - *The very air here feels saturated with evil... the Darkness knows you're here.*

All Heroes on this Level are -1 Max Grit.

All Threat cards drawn on this Level are one Threat Level higher than normal.

Whenever a Hero on this Level draws 1 or more Loot cards, they may draw one extra.

Whenever a Hero on this Level fails a Skill test, they take 1 Corruption Hit.

2 **Death Walks Here** - *The air is so cold here, you can see your breath. Scratching and groaning echoes through the halls.*

All Enemies on this Level gain Keyword **Undead**. If they were not already **Undead**, they also gain +1 Defense, *Fear (1)*, -2 Move (min. of 1) and **+10XP**.

3 **Haunted** - *Spectral forms swirl all around as you step through the tunnels; the lights flickering and hissing.*

All Encounter cards on this Level that are Keyword **Active** gain the Keyword **Ghost**. Whenever a **Ghost** Encounter card is drawn, all Heroes take 2 Horror Hits.

4 **Flooded** - *Knee deep murky water covers the ground here and it is difficult to find your footing.*

All models on this Level are -1 Move (min 1).

Any Attack on this Level is an Ambush Attack on the D6 roll of 4+, as the Enemies emerge from beneath the water.

Whenever a Hero draws a Scavenge card on this Level, discard and re-draw *Nothing Here* cards.

5 **Lair of the...** - *Something evil stalks this floor.*

Draw a Threat card. This Level is a lair for that Enemy. Any time a Threat card would need to be drawn on this Level, instead use this card. All Enemies on this card gain a free Elite ability.

All Clues found on this Level automatically include an **Attack** (if not already), and allow Heroes to gain an extra D3 Dark Stone as reward for the Fight.

6 **Cursed Vault** - *This area of the mine is filled with gold coins and trinkets. But something is not quite right about them...any of them.*

All **Scavenge** and **Loot** cards on this Level give an extra **$25**.

Any time a Hero gains Gold from a card on this Level, they also take 1 Corruption Hit.

After each **Encounter** card is resolved on this Level, every Hero involved may draw a **Loot** card.

All **Gear** and **Artifacts** found on this Level are considered cursed and include 'While you carry this Item you are **-1 Corruption Resistance**'.

Shadows of Brimstone™

Swamp Raptor Egg Nest

- Limited Edition
- Hand Cast in Resin
- Perfect for Painting
  (models are supplied unpainted)

INCLUDES:

- Large Resin Egg Nest
- Exclusive new Mission:
  "Stolen Eggs"

Actual Contents may vary from items shown

Egg Nest Mission 1

STOLEN EGGS

A savage creature has been rampaging across the land, terrorizing local towns and mangling any travelers that cross its path! They say a group of greedy bandits tried to steal Eggs from its nest and were scattered when the beast caught them in the act, falling prey to the hazards of the world around them as they fled in all directions with their stolen treasures. Somebody's going to have to find those eggs and put them back before this angry creature tears the whole world down trying to find them.

Set Up

This Mission starts with the **Entrance** Map Tile leading directly to a Standard Room Map Tile (as listed below). This Map Tile does NOT get an Exploration Token and all 3 remaining exits are considered open Doors.

The Heroes may choose (or roll) from the following which Creature is rampaging and the World where its Egg Nest is located:

D8	Rampaging Creature	World to Start in / Standard Room
1-2	Swamp Raptor	Swamps of Jargono / *A Murky Clearing*
3-4	Gastral Tyrant	Derelict Ship / *A Habitat Ring*
5-6	Dark Stone Hydra	Mines / *A Mining Room*
7-8	Harbinger	Any World / *Standard Room with 4 Exits*

Place the **Egg Nest** in a 3x3 space area toward the middle of this Map Tile, making sure to leave a movement path open so that models may reach all of the Map Tile exits. It's ok if the Egg Nest hangs off the edge of the Map Tile by 1 or 2 spaces, if need be. The **Egg Nest** blocks movement but not Line of Sight. All Heroes start on the *Entrance* Map Tile as normal.

Remove one copy of the Map Card for the Standard Room being used from the **Map Deck**. Note that the Hero Posse marker is not moved forward a step on the Depth Track for this Room.

Mission Goal

Having found the location of the Egg Nest, the Heroes must search in each of the 3 directions leading away from it to find the missing Eggs, hunting down and returning all 3 of them to the Nest.

Special Rules

No Gates

For this Adventure, all Gates count as normal Doors.

Rampage Attack

Whenever the Darkness marker moves onto a Special Space of the Depth Track (*Blood Spatter* or *Growing Dread* space), there is a chance that the ***Rampaging Creature*** may attack.

Roll a D6 (or 2D6 if the Darkness is in the middle Stage of the Depth Track, or 3D6 if it is in the top Stage). This roll may not be modified or Re-rolled in any way.

If the roll is lower than the number printed on that Special Space of the Track, in addition to the normal effect, **Ambush Attack!** - the ***Rampaging Creature*** attacks the Heroes from Ambush. Otherwise, the Heroes are able to stay silent as the creature passes by, searching for its missing eggs. **No more than one Rampage Attack may occur in each Stage of the Depth Track.**

If Attacked, the Heroes must fight the Rampaging Creature as an Ambush Attack. If it is a ***Swamp Raptor*** or ***Gastral Tyrant***,

it only has Half Health (rounding up) for this Fight. When defeated, the Creature is not killed, simply driven off for the time being (*Catch Your Breath* and collect Loot as normal).

Dangerous Cargo

For each **Egg** the Heroes are currently carrying, the ***Hold Back the Darkness*** roll needs to be 1 higher than normal to succeed. In addition, the Rampaging Creature will always prioritize its targets with Heroes that are carrying an **Egg** first and gain +1 Combat against a Hero carrying an **Egg**.

Objective Dread - Egg Nest

Whenever a Hero carrying an **Egg** enters a space of the Map Tile with the **Egg Nest** on it, immediately reveal and resolve all **Growing Dread** cards currently in the stack.

Objectives

Finding an Egg

The first **Clue** the Heroes find down each path leading away from the Map Tile with the Egg Nest is the location of one of the missing **Eggs** (as well as the body of the Bandit that stole it). Ignore any Doors listed on the Exploration Token, as this room has no exits, and place the Number Counter representing the Egg (1, 2, or 3) in the back, left-most space of the Map Tile (similar to Enemy placement). Encounters and Attacks on the Exploration Token are resolved as normal.

Picking Up an Egg

Any Hero in the same space as an **Egg** marker may pick it up during their Move. Take the Number Counter that represents the **Egg** and place it by your Hero Record Sheet.

An **Egg** may be handed off from one adjacent Hero to another, at any time during either Heroes' activation. If a Hero carrying an **Egg** is KO'd, the **Egg** is dropped and will Bounce D3 times from the Hero's space. A Hero may not carry more than one **Egg** at a time.

Dropping Off an Egg

A Hero ending their move adjacent to the **Egg Nest** may drop off any **Egg** they are carrying back into the Nest.

Once all 3 **Eggs** have been found and returned to the Egg Nest, the Mission is successfully complete, as the Creature will give up its rampage and return to its nest.

Reward

Each Hero gains **50 XP** and **D6 x $100** for putting an end to the creature's rampage.

Failure

If the Mission is failed, the local Town is destroyed by the rampaging creature! The Heroes each take D3 Corruption Hits and may not visit Town, but must proceed directly to the next Adventure.